Android Games Assignment 1 – cavay010

Features implemented:

* Main menu with Play and Exit buttons
* Control of player with touch control causing a jump action
* Collision response with slimes
* Animations
* Fail and success states, including retry button
* Android stability without stuttering errors, no crashes
* Documentation and commenting
* Consistent and readable code style
* Correct use of version control git
* Sounds
* Looping background music
* Slide behaviour